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In the specification:

Delete the ~~first~~ second full paragraph beginning on page ~~24~~ 19, and replace it with the following paragraph: TR

--5. SYNC_WT_N2 Waiting for a second PSYN_N character. There are several possible cases, but the SYNC_CNT is used here. The idea is that we do not consider the sync valid unless we see at least a "-", "+", "-" or a "+", "-", "+" sequence. This is indicated by a SYNC_CNT (of valid states) greater than 2.

1.) The transition marked with the text "(PCODE=PSYN_N & SYNC_CNT> 2 & WAS_OK) is an optimization that allows bypass of the SYNC_WT_P2 state if previously were in DATA_OK_P. This optimization is "safe" and it allows less data to be dropped.

2.) PSYN_N received, by the SYNC_CNT is two or less. Must go to SYNC_WT_P2 to ensure we get three valid sync transistions transitions in a row.

3.) Received two PSYN_P characters when already out of sync. Report an error by going to the SYNC_ER_state.--

Delete the ~~first~~ third full paragraph beginning on page ~~25~~ 21 and replace it with the following paragraph: TR

-- Each of the timing diagrams of FIGs. 6A-6D illustrates the data being read by the individual pipes (Data), the synchronization or adjunct code associated with each data portion (ADJ), the Idle count (IDLE_CNT) variable value associated with the packet portion and the pipe sync state machine state (Pipe Sync SM) associated with the packet portion, which is determined from analysis of the adjunct codes. Each diagram also illustrates how the grouping circuitry processes the individual data packet portions. The high side data labeled as Source H Data is shown as a series of packet portions labeled 0H, 1H, 2H, etc. The corresponding synchronization codes or adjunct codes are labeled Source H ADJ and are shown as a series of alternating Positive and Negative codes, each